

Submission Worksheet

CLICK TO GRADE

<https://learn.ethereallab.app/assignment/IT114-003-F2024/it114-module-4-java-readings-part-3/grade/vvh>

Course: IT114-003-F2024

Assignment: [IT114] Module 4 Java Readings Part 3

Student: Valeria C. (vvh)

Submissions:

Submission Selection

1 Submission [submitted] 10/6/2024 12:16:55 PM

Instructions

^ COLLAPSE ^

1. Visit w3schools and go to the Java Tutorial section: <https://my-learning.w3schools.com/tutorial/java>
2. Complete the following readings
 1. Classes Lessons 11.7 - 11.14, 11.16 - 11.20, 11.22 - 11.26
 2. Java Quiz (on the tutorial page)

Guide:

1. Make sure you're in the main branch locally (`git checkout main`) and `git pull origin main` any pending changes
2. Make a new branch per the recommended branch name below (`git checkout -b ...`)
3. Fill in the items in the worksheet below (save as often as necessary)
4. Once finished, export the worksheet
5. Add the output file to any location of your choice in your repository folder (i.e., a Module4 folder)
6. Check that git sees it via `git status`
7. If everything is good, continue to submit
8. Track the file(s) via `git add (name_of_file)`
9. Commit the changes via `git commit -m "some summary message"` (don't forget the commit message)
10. Push the changes to GitHub via `git push origin (the_branch_name)` (don't forget to refer to the proper branch)
11. Create a pull request from the homework related branch to main (i.e., `main <- "homework branch"`)
12. Open and complete the merge of the pull request (it should turn purple)
13. Locally checkout main and pull the latest changes (to prepare for future work)

14. Take the same output file and upload it to Canvas

Branch name: M4-Java-Readings

Group



Group: Learn Java Tutorial Part 3

Tasks: 1

Points: 8

^ COLLAPSE ^

Task



Group: Learn Java Tutorial Part 3

Task #1: Read the following sections

Weight: ~100%

Points: ~8.00

^ COLLAPSE ^

i Details:

Note: This is the quiz linked at the bottom of the tutorial page.



Columns: 2

Sub-Task

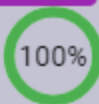


Group: Learn Java Tutorial Part 3

Task #1: Read the following sections

Sub Task #1: Classes Lessons 11.7 - 11.14, 11.16 - 11.20, 11.22 - 11.26

Sub-Task



Group: Learn Java Tutorial Part 3

Task #1: Read the following sections

Sub Task #2: Java Quiz with at least 65%

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Classes Lessons Screenshot
part 1



Classes Lesson Screenshot
part 2

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Java Quiz Screenshot

Caption(s) (required) ✓

Caption Hint: Describe/highlight what's being shown

Caption(s) (required) ✓

Caption Hint: Describe/highlight what's being shown

End of Task 1

End of Group: Learn Java Tutorial Part 3

Task Status: 1/1

Group



Group: Reflection

Tasks: 1

Points: 2

^ COLLAPSE ^

Task



Group: Reflection

Task #1: Reflect on the topics and refer to the checklist of this task

Weight: ~100%

Points: ~2.00

^ COLLAPSE ^

Columns: 3

Sub-Task



Group: Reflection

Task #1: Reflect on the topics and refer to the checklist of this task

Sub Task #1: What concepts/topics

Sub-Task



Group: Reflection

Task #1: Reflect on the topics and refer to the checklist of this task

Sub Task #2: What concepts/topics

Sub-Task



Group: Reflection

Task #1: Reflect on the topics and refer to the checklist of this task

Sub Task #3: What topics do you still

≡ Task Response Prompt

Mention specific concepts/topics

Response:

Some topics that were new to me were constructors, modifiers and polymorphism. I remember we applied those topics to CS113 my last semester, but this lecture helped me to understand them more clearly. Also, how Modifiers like public, private, and protected control access to classes, methods, and variables, while non-access modifiers like static provide specific properties to shared class-level methods.

≡ Task Response Prompt

Mention specific concepts/topics

Response:

I was familiar with the classes concept and how it works and why we use them. In java, a class is like a plan for making things. It tells what properties an object will have and what actions it can do. A constructor works as this tool in the class that helps you set things up when you create a new object and once you have a class, you can create many objects that all follow the same plan but have their own details.

≡ Task Response Prompt

At least a few reasonable sentences

Response:

For this lessons, I manage to understand the meaning and the use of inner classes, interfaces, iterators, and modifiers, but I feel like I would need to practice and see how they work in an actual program to see the execution and what takes in places.

End of Task 1

End of Group: Reflection

Task Status: 1/1

End of Assignment